



# RULEBOOK

## GAME CONTENTS

### 36 CARDS



26 PAWNS



2 KINGS



2 QUEENS



2 KNIGHTS



2 BISHOPS



2 ROOKS

### 24 MEEPLES



## INTRODUCTION

Flip Chess is a fun variant of chess! Experience the old classic game infused with card game elements that add new strategic components and revolutionize the gameplay. Move your meeple and flip a card to reveal a chess character of the "game board". Strategize to capture your enemies using command cards that dictate the movements of your meeples. Stay alert, as the ever-changing terrain can easily turn against you.

**Try to disarm your enemies, but remember, the winner is the one who controls the most King cards at the end!**

## SETUP

1. SHUFFLE THE CARDS CAREFULLY.
2. PLACE THE CARDS FACE DOWN ON THE TABLE.
3. PLACE THE MEEPLES ON TOP OF THE CARDS IN THE FIRST TWO ROWS.

Flip Chess with 36 cards (6x6 grid).

2 King card

2 Queen card

2 Rook card

2 Knight card

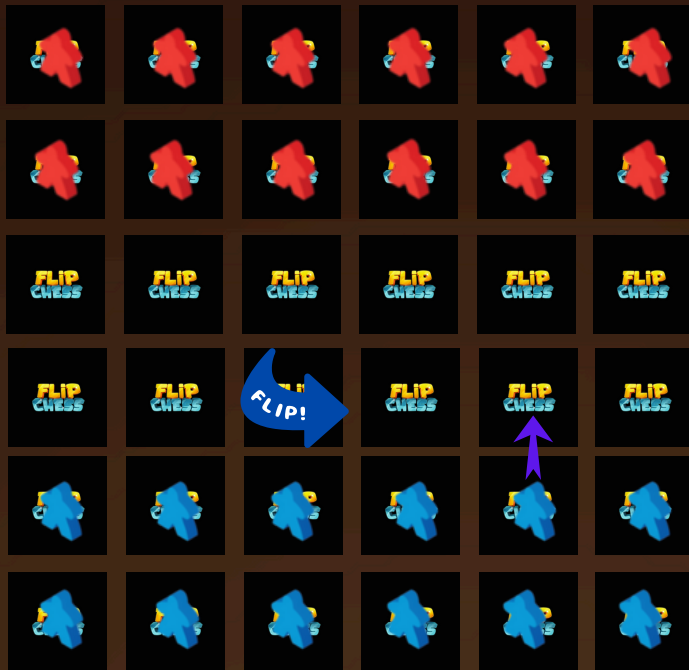
2 Bishop card

26 Pawn card



# GAMEPLAY

The player with the blue meeples starts the game by moving a meeple and then flipping a card.



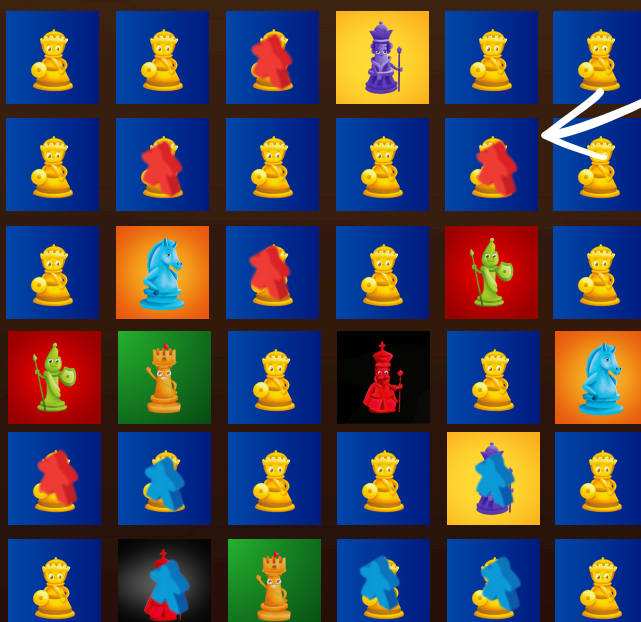
Then it's the red player's turn to move a meeple and flip a card.



Players take turns moving one of their meeples and flipping a face-down card.



Once the card has been flipped, the character on the card determines how the meeple should be moved.



The game continues until one of the following conditions is met:

All cards have been flipped face up.

One player has captured all of the opponent's meeples.

One player is unable to move any of their own meeples.



THE THREE WAYS TO WIN FLIP CHESS

ONE

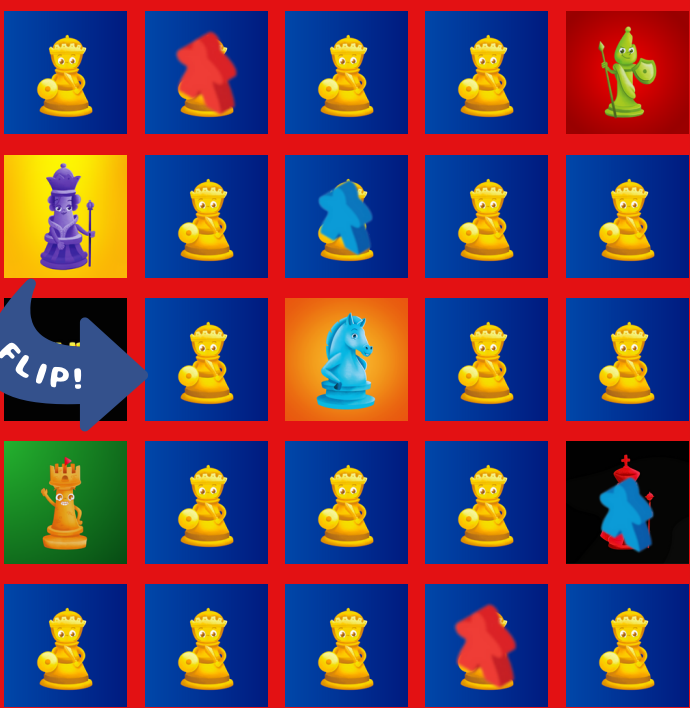
THE GAME IS WON BY THE PLAYER WHO CONTROLS THE MOST KING CARDS WHEN THE LAST CARD IS FLIPPED.

For example, if player A has a meeple on a King card but player B does not, then player A wins. If both players control the same number of King cards when the last card is flipped, the game continues until one player gains a majority

BLUE MOVE



BLUE FLIP



BLUE WON!



TWO

The player who captures all of the opponent’s meeples wins the game. In this case it is not necessary to turn over all the cards.

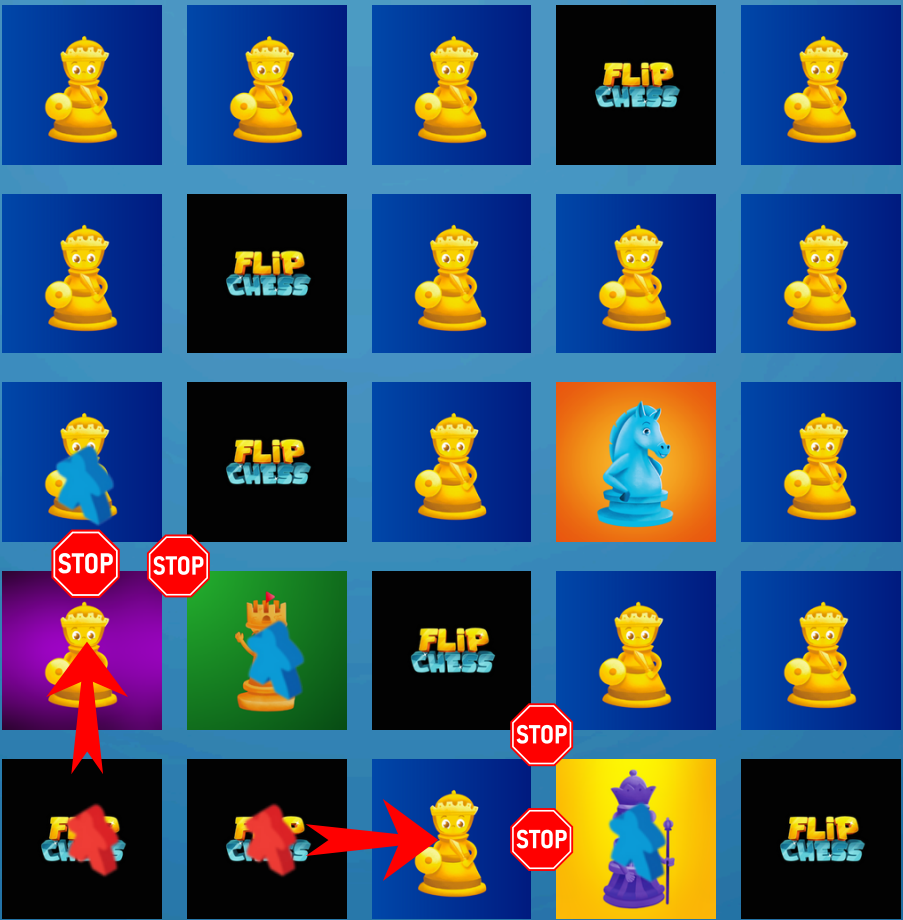
RED MEEPLES EAT THE  
LAST BLUE MEEPLE

RED MEEPLES WIN!

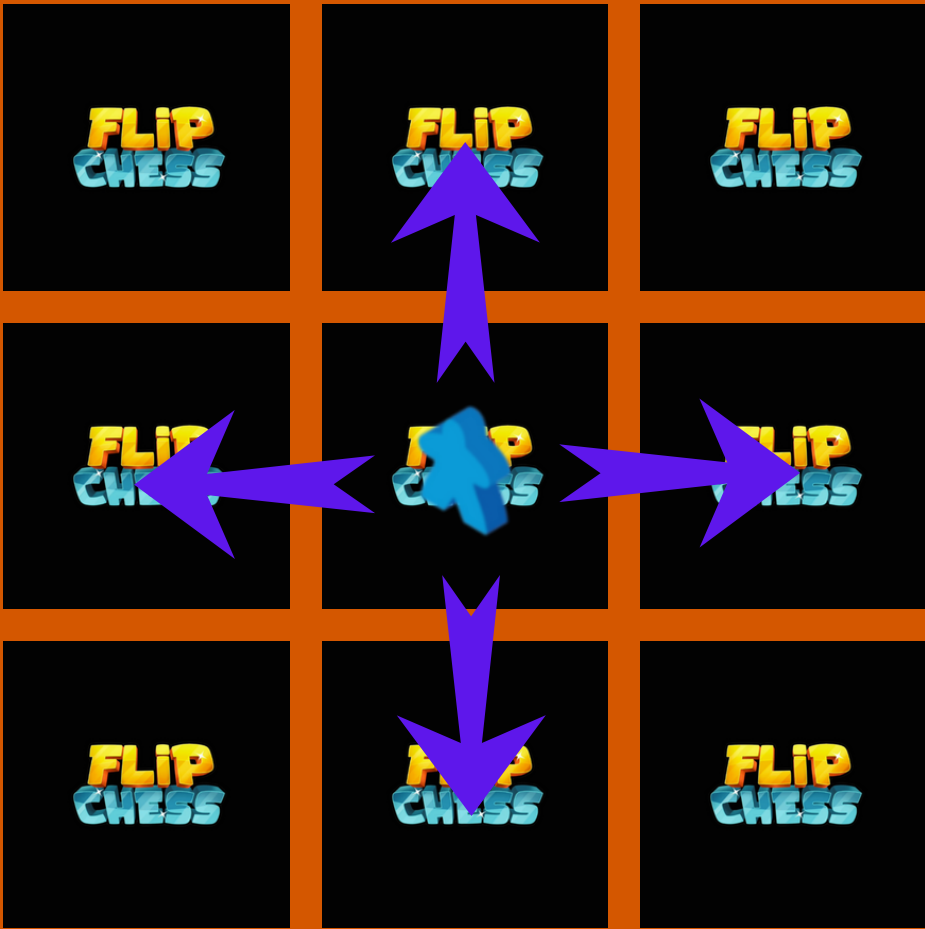


THREE

If a player is trapped or unable to move any of their meeples, he loses the game and the opponent wins. Such a situation is rare, but possible.



THIS IS HOW YOU CAN MOVE YOUR MEEPLE  
OVER UNOPENED CARDS: HORIZONTALLY  
AND VERTICALLY,  
BUT NEVER DIAGONALLY.



IF THE MEEPLE IS MOVED TO AN OPENED  
CARD PLAYER MUST PERFORM THE ACTION  
REQUIRED BY THE CARD'S CHARACTER.



# HOW TO PLAY

WHEN IT'S YOUR TURN, ALWAYS PERFORM TWO ACTIONS IN THIS ORDER:

- 1. Move one of your meeples.  
Meeples move horizontally or vertically to an adjacent card — never diagonally.  
If you move onto a face-up card, you must perform the action shown on that card immediately.
- 2. Flip a card face up.  
You may flip any facedown card that has no meeples on it. The flipped card remains in place and its character becomes active.

## SEE EXAMPLE BELOW:



## TURN OVER





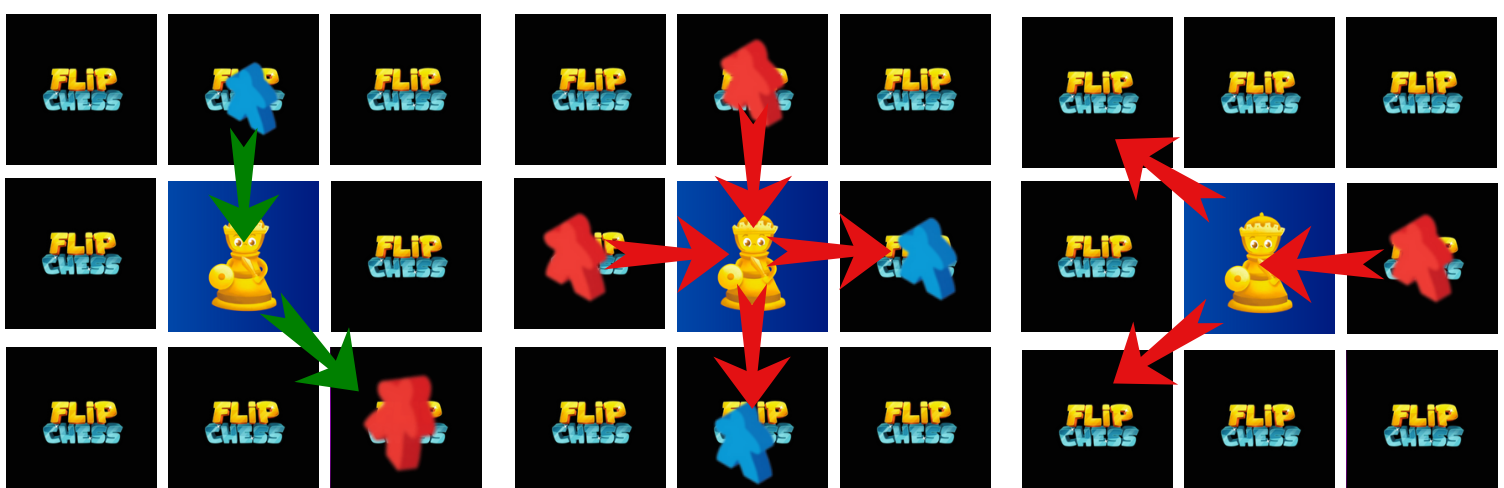
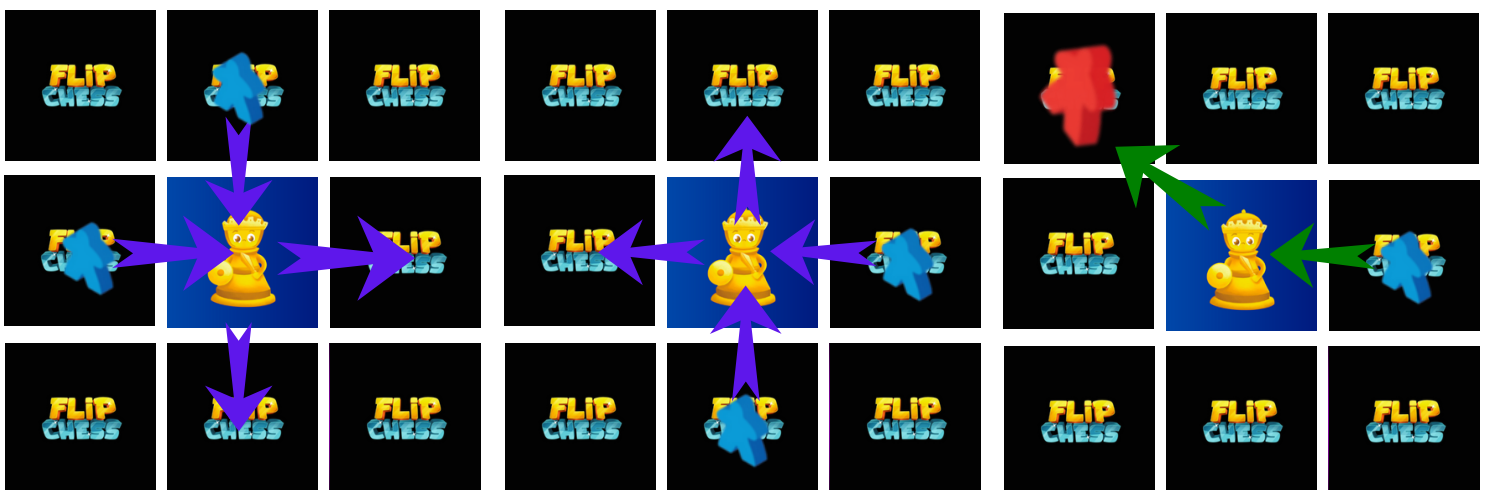
## HELLO, I AM A PAWN!

I'm small and cute but don't underestimate me because I'm a fearless fighter. The way I fight in this game is to move one card forward and attack one card diagonally. Unlike in chess, I can also move backwards and left and right in this game.



SEE YOU ON THE BATTLEFIELD!

- **Blue arrow** shows how the pawn card is used to move.
- **Green arrow** shows how the pawn card is used to capture the opponent's meeple (one card diagonally).
- **Red arrow** shows how NOT use the pawn card.



# HELLO, I'M THE KNIGHT!

I'm by far the most handsome and clever character in this game. When you use the card with me on it, you can jump over meeples and move in an L-shaped pattern to pick off your enemies. Use my card wisely, I'm sneakier and stronger than I look.

LONG LIVE THE NEW KING—YOU!



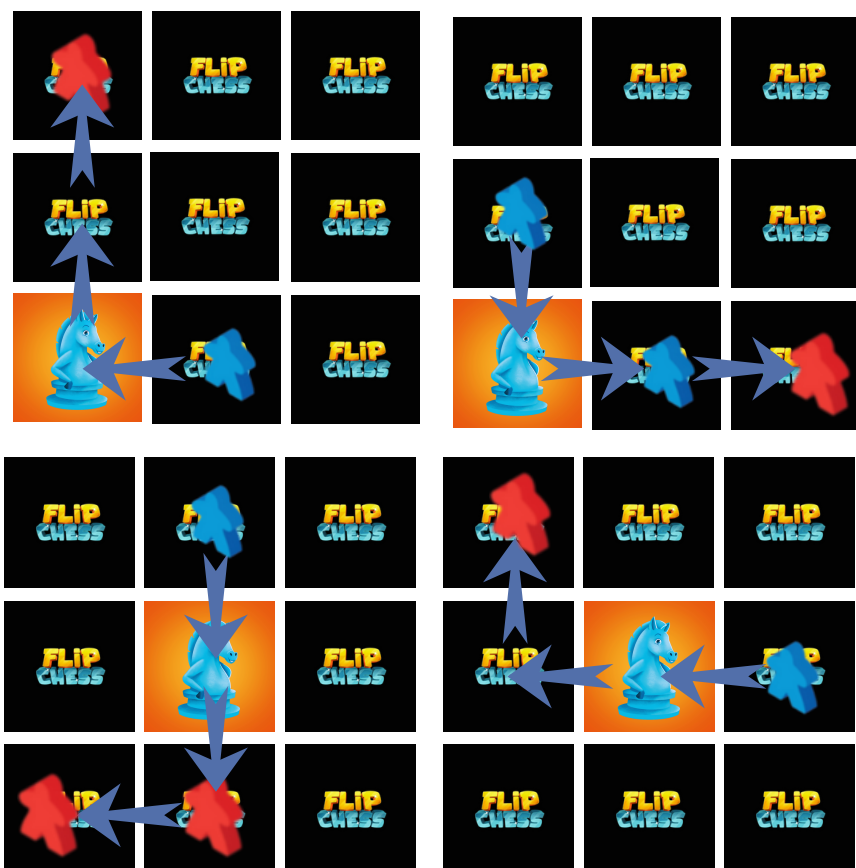
## MOVEMENT:

Move from one card to another in an L-shaped pattern, as shown in the illustrations.



## CAPTURING:

Capture your opponent's meeples in the same L-shaped pattern. Meeples can jump over other meeples when using the Knight card.



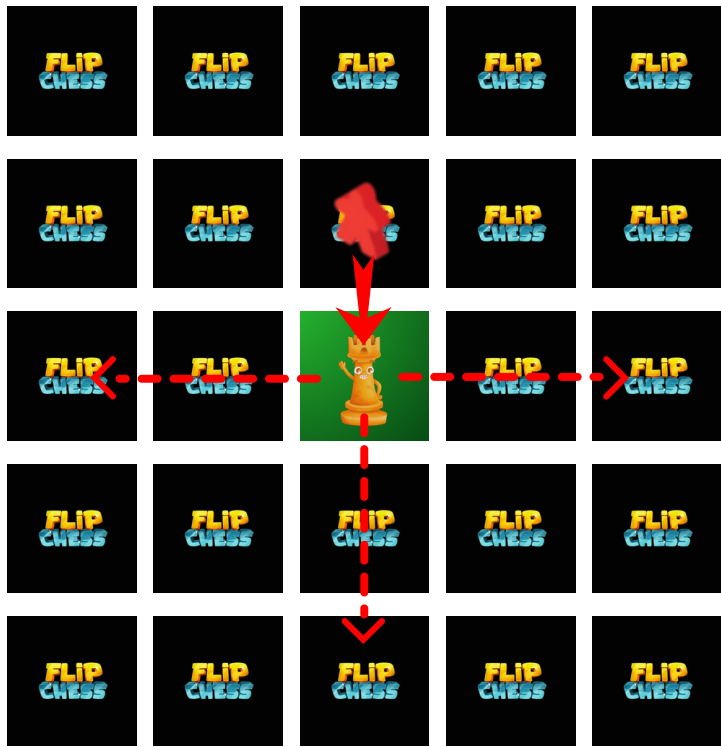
# HI, I'M THE ROOK!

I may smile and salute politely, but make no mistake — I'm a powerful fighter. Once I'm flipped, you can use me to move and capture opponent meeples in straight lines — horizontally or vertically — all the way up to the last card. I'm almost like a chess rook, with one key difference: you can't use me to retreat. BEST OF LUCK, AND MAY YOUR NERVES STAY COOL IN BATTLE!



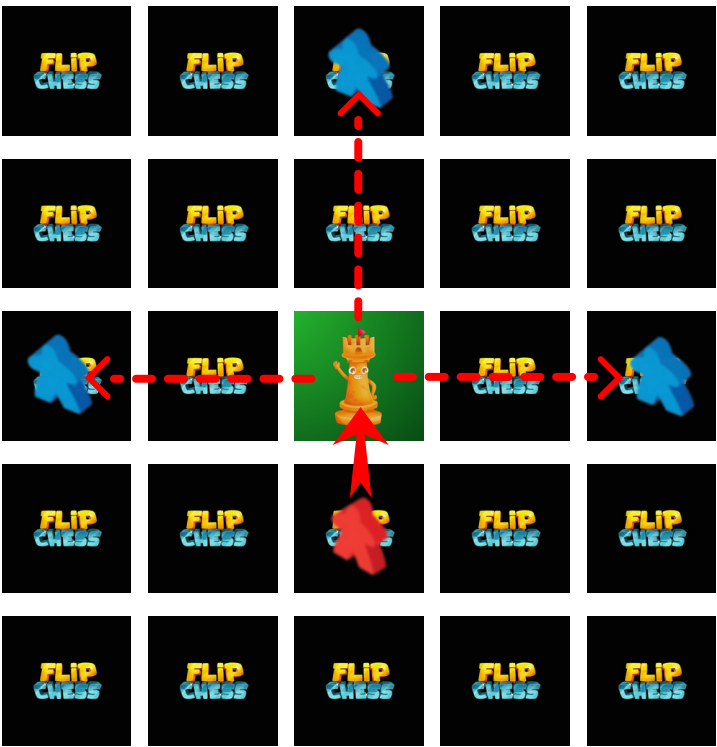
## MOVE:

Horizontally or vertically,  
as far as the last card.



## CAPTURE:

Horizontally or vertically,  
as far as the last card.



HELLO, I'M THE BISHOP!

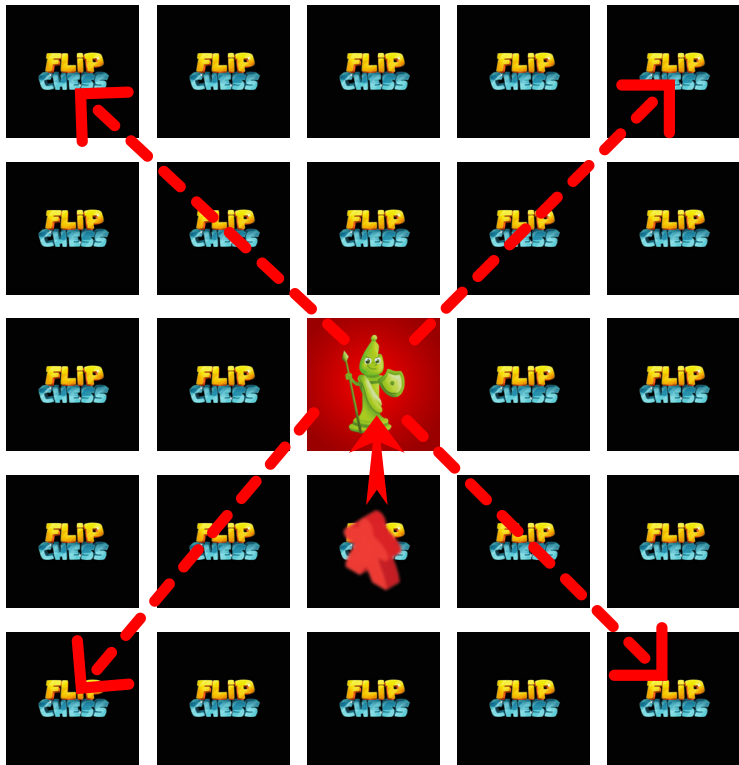
I'm the silent assassin of this game.  
Once I'm flipped, you can use me to  
strike swiftly and smartly with diagonal  
moves — just like in chess. Guide your  
meeple through me diagonally, one  
step or all the way to the last card.



I WISH YOU THE COURAGE OF A  
TRUE WARRIOR!

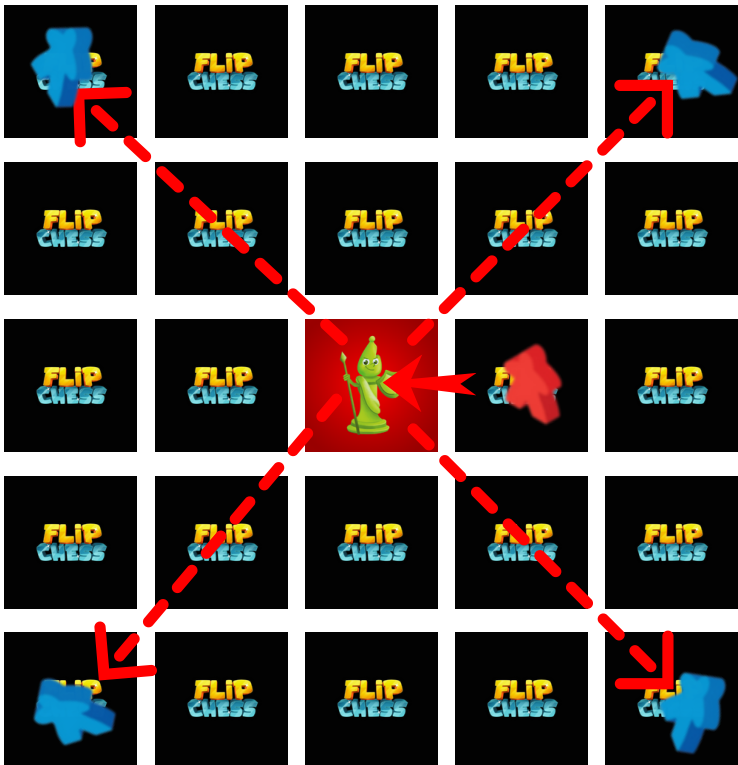
MOVE:

Diagonally, up to the  
last card.



CAPTURE:

Diagonally, up to the  
last card.





# HELLO, I'M THE QUEEN!

By far the most lethal character on this game. If you can't turn me to your side, you'd better find a way to stop me.

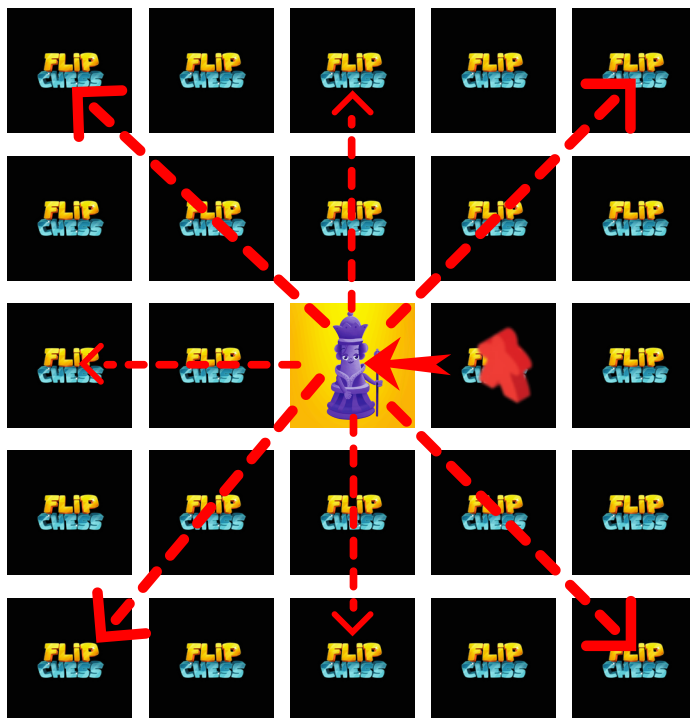
Once I'm flipped, I give you unmatched power — move your meeple through me in any direction: horizontally, vertically, or diagonally, all the way to the last card.



FIGHT BRAVELY FOR YOUR RULER!

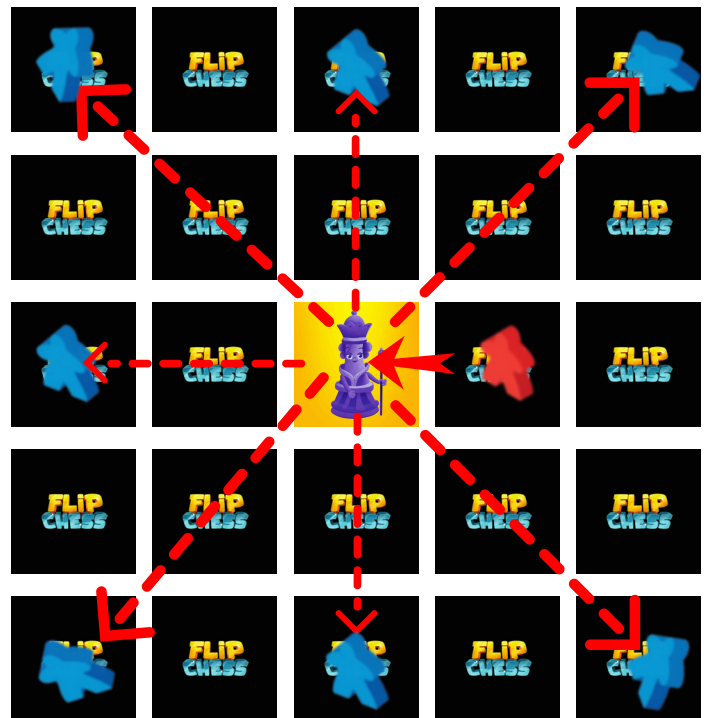
## MOVE:

Horizontally, vertically, or diagonally — up to the last card.



## CAPTURE:

Horizontally, vertically, or diagonally — up to the last card.





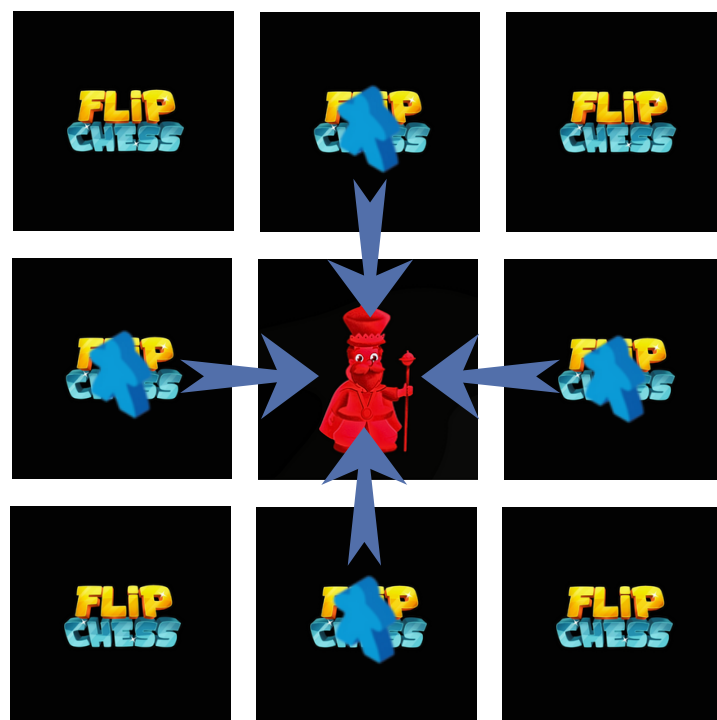
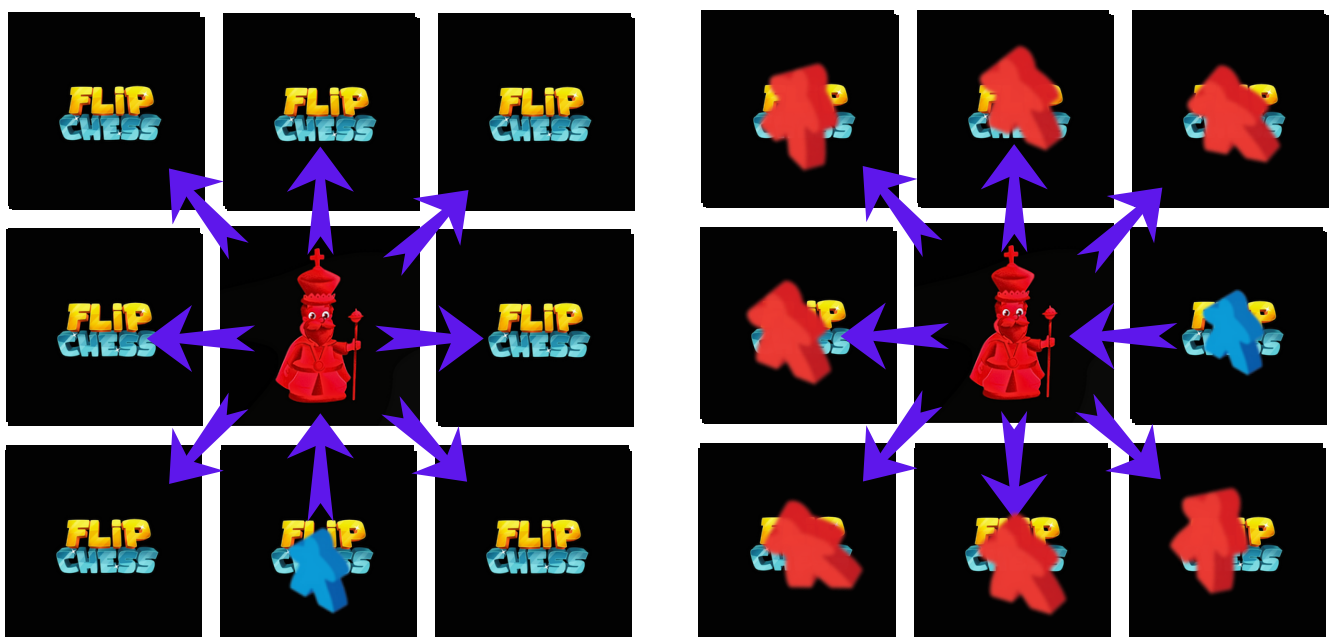
## HEY, I'M THE KING!

I may not be as powerful or fearsome as my Queen, but make no mistake — I'm the one who usually decides who wins this game.

The King card lets you move and capture one step — horizontally, vertically, or diagonally, to the next card. Unlike all other cards, you can leave a meeple on this card.

When the last card is flipped, the player with the most meeples on King cards wins the game

PLAY WISELY, AND YOU JUST MIGHT  
CLAIM THE THRONE!



## TIPS

1. Sometimes it's smarter to block a dangerous card than to capture your opponent's meeple.
2. The game ends when the last card is flipped. Time your move so that you are the one to reveal it – at the most strategic moment.
3. Don't flip a card unless you're ready to deal with what's underneath.
4. Use your opponent's moves to your advantage – let them reveal threats for you.
5. Think two moves ahead: where will your meeple land after the ability triggers?
6. If you're ahead in kings, focus on survival. If you're behind, you need bold plays.
7. Meeple positioning is key. A well-placed meeple can control multiple cards.
8. Sometimes the best move is... no move. Let your opponent make the mistake.